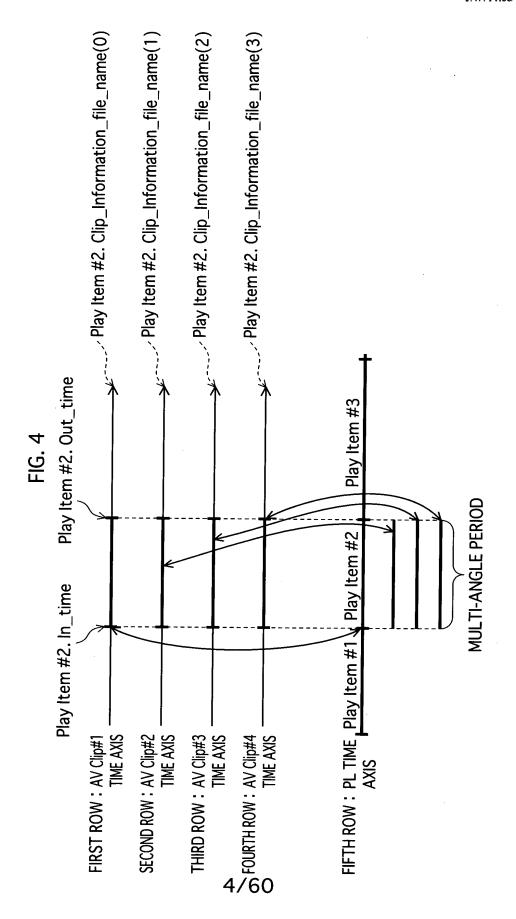
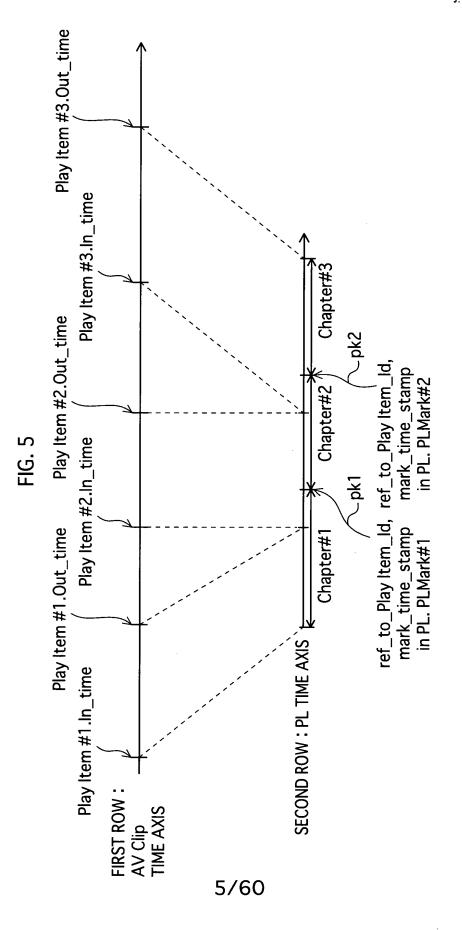


FIG. 3





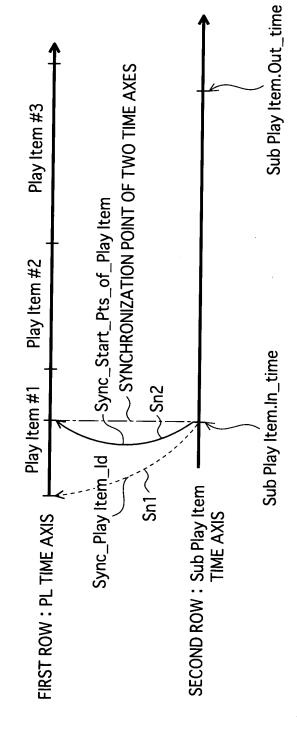


FIG. 6

FIG. 7A

ZZZZZ.BDMV

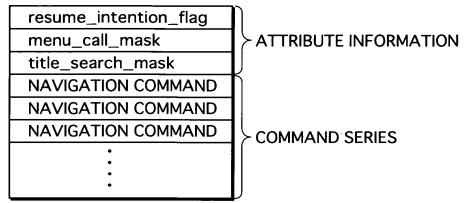
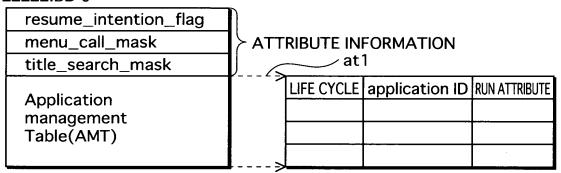
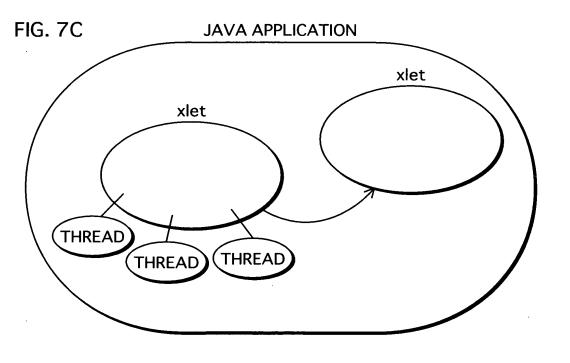
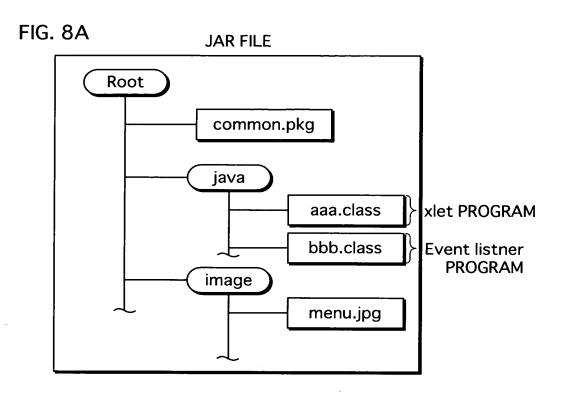


FIG. 7B ZZZZZ.BD-J

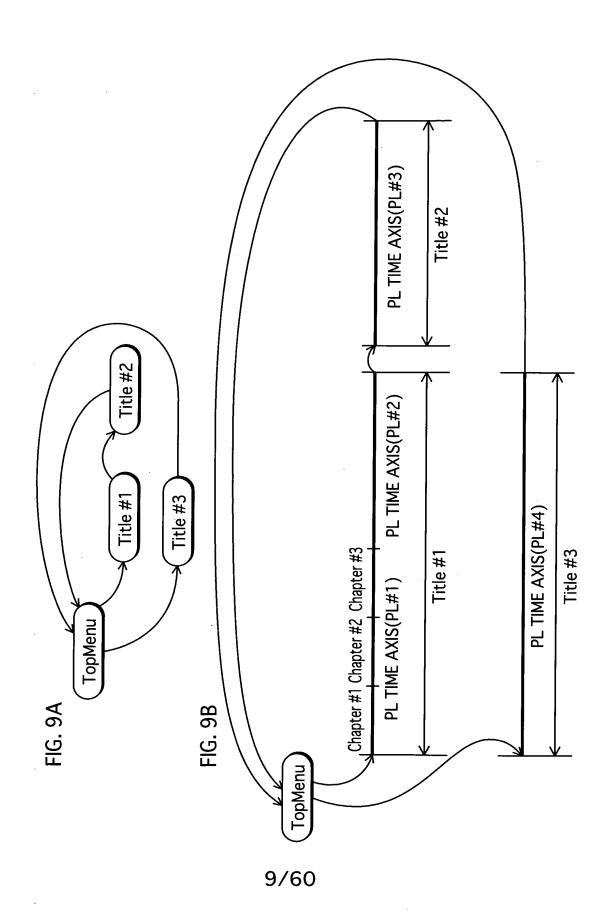


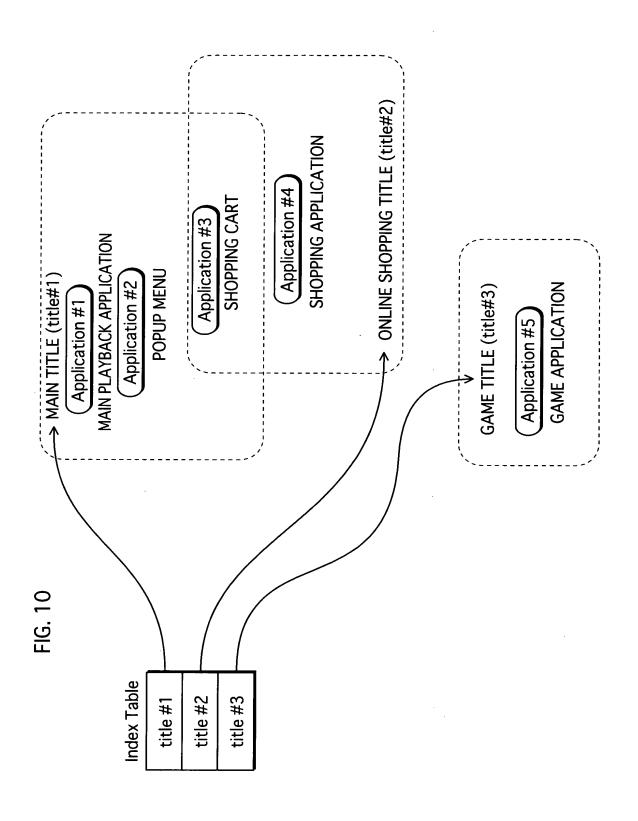


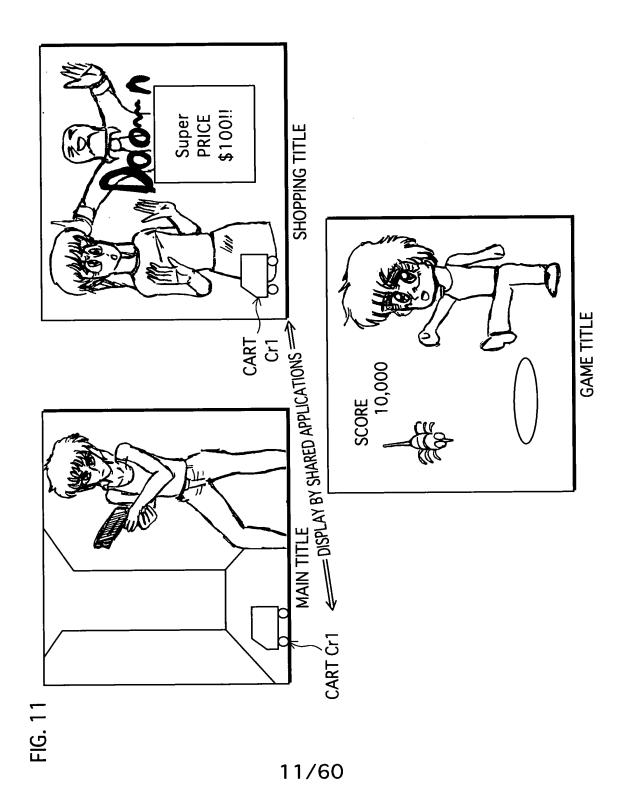


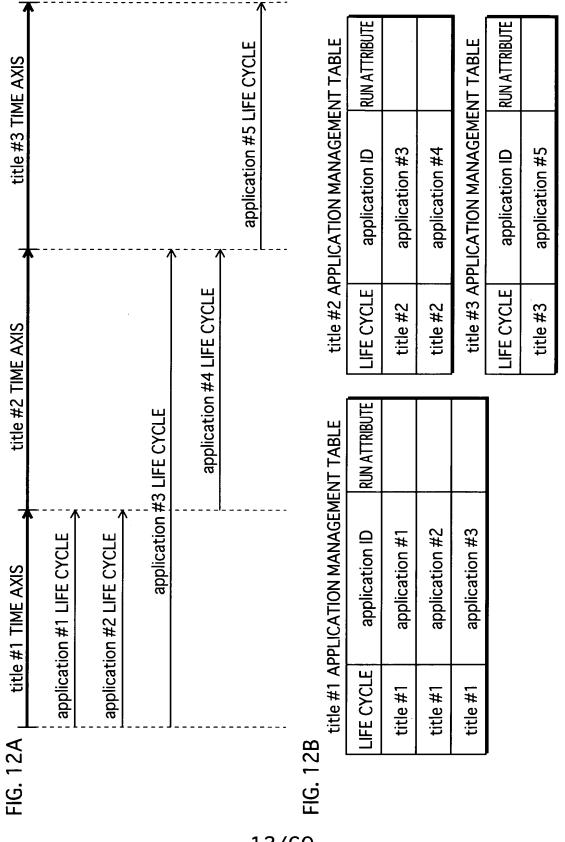
JMF A "BD://00001.mpls";
A.play();
Jump Title(Title #1);

TITLE BRANCH

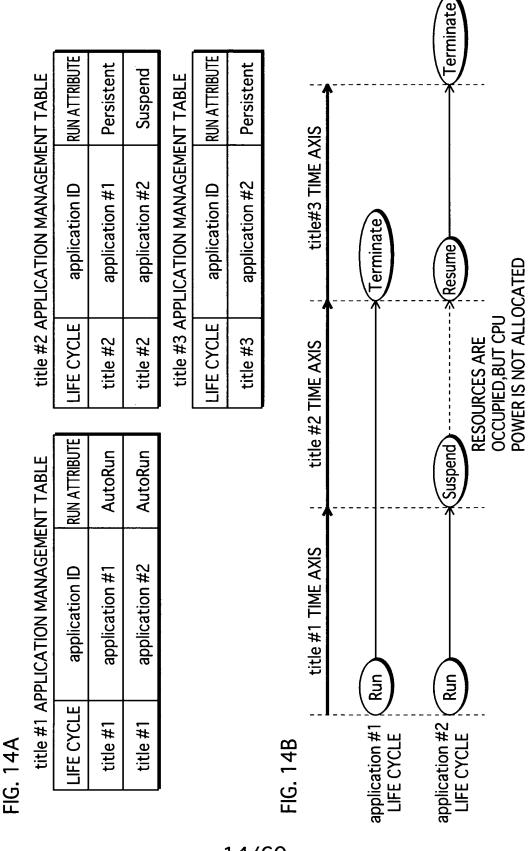








title #2 TIME AXIS **RUN ATTRIBUTE RUN ATTRIBUTE** Persistent **Persistent** AutoRun AutoRun **Terminate Ferminate** title #1 APPLICATION MANAGEMENT TABLE title #2 APPLICATION MANAGEMENT TABLE application #2 application #3 application ID application ID application #3 application #1 application #1 LIFE CYCLE application #2 LIFE CYCLE application #3 LIFE CYCLE title #1 TIME AXIS LIFE CYCLE LIFE CYCLE title #2 title#1 title#1 title #1 Run Call FIG. 13A FIG. 13B Run Run

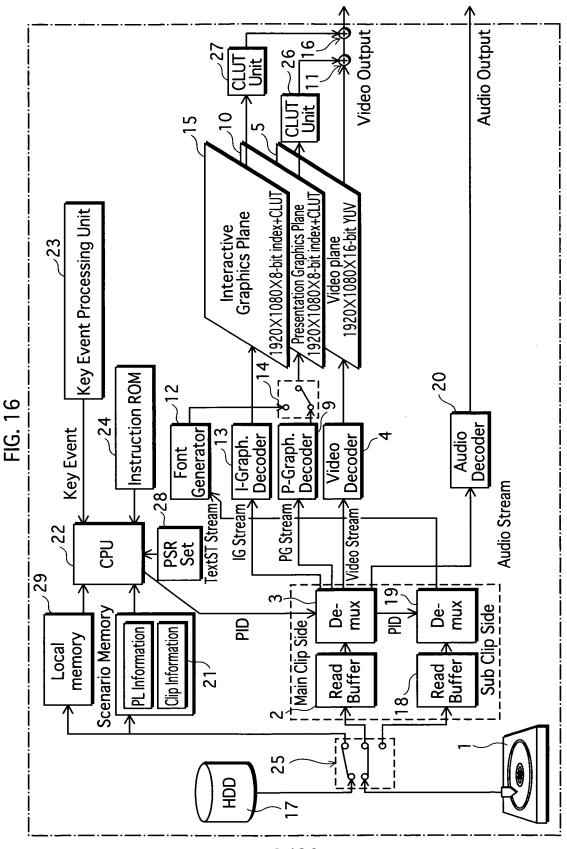


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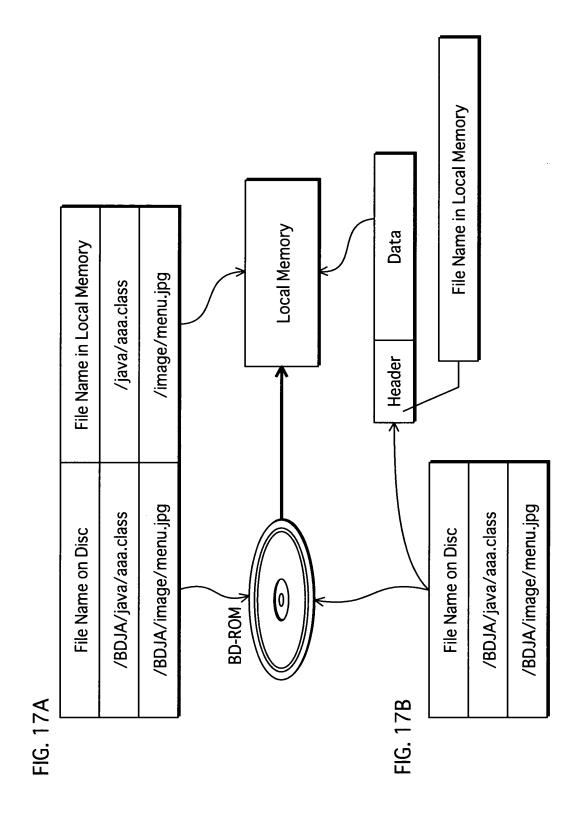
FIG. 15

CHANGE IN APPLICATION STATUS ACCORDING TO RUN ATTRIBUTES

			Run Attribute	
		Persistent	AutoRun	Suspend
:	Not Run	Maintain status without performing operation	Run Application	Maintain status without performing operation
Application Status in Previous Title	Running	Maintain status without Maintain status withou performing operation	Ħ	Suspend
	Suspend	Resume	Resume	Maintain status without performing operation



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FIG. 18

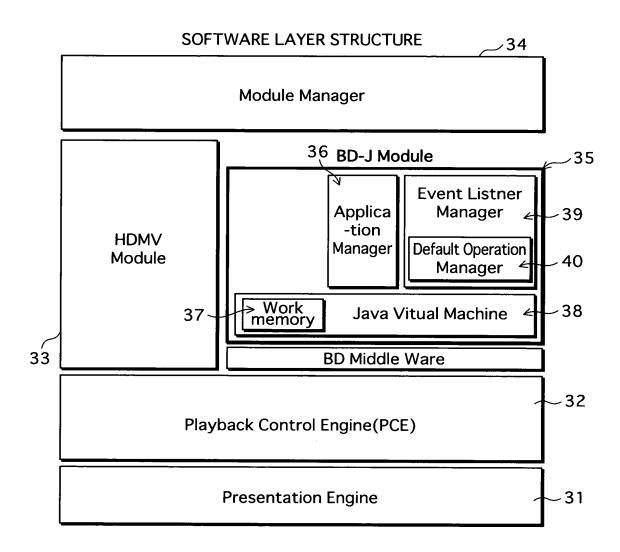
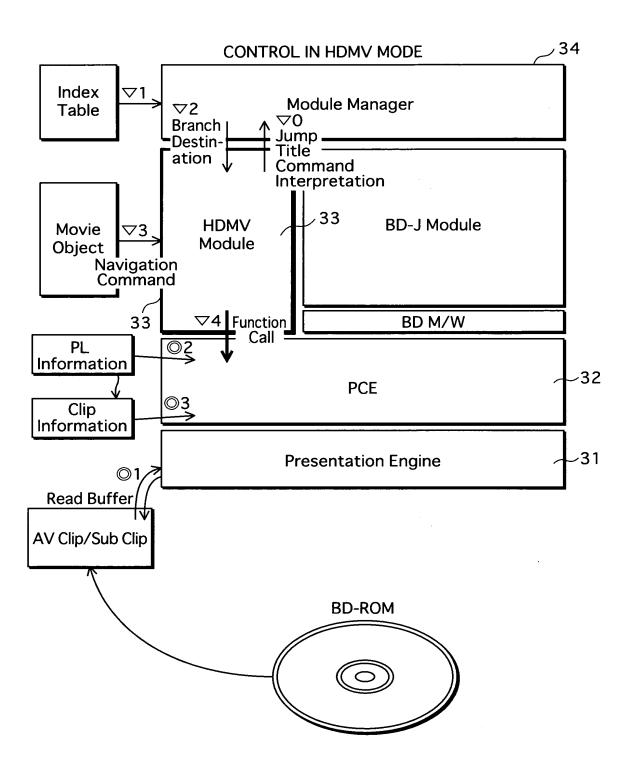
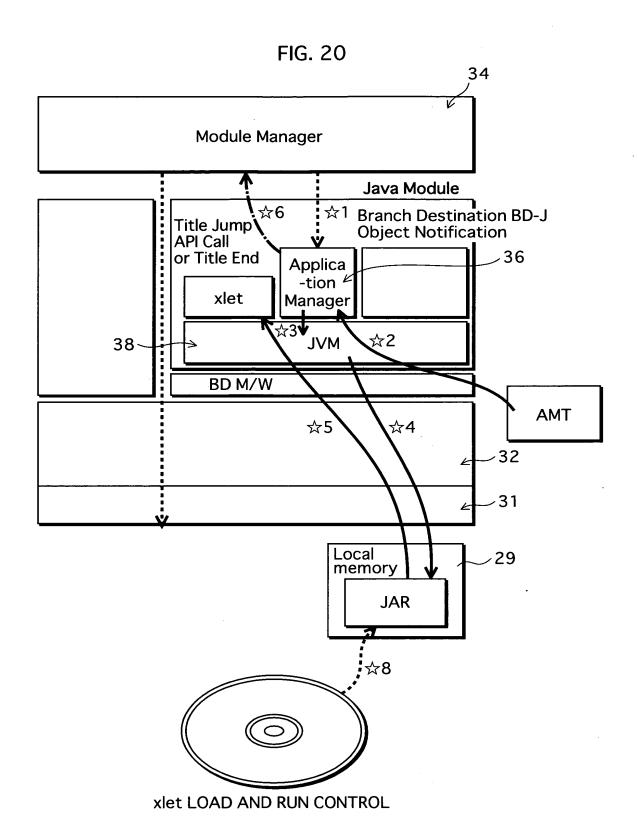
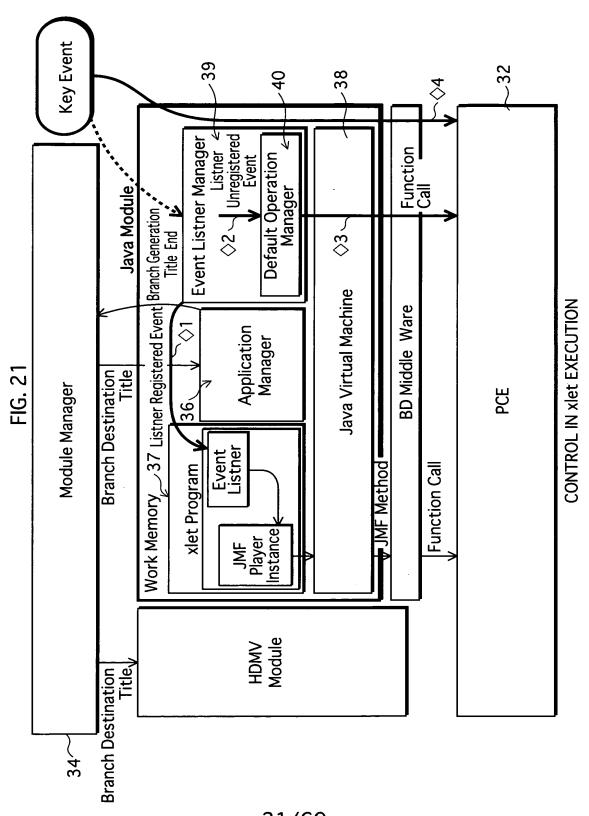


FIG. 19







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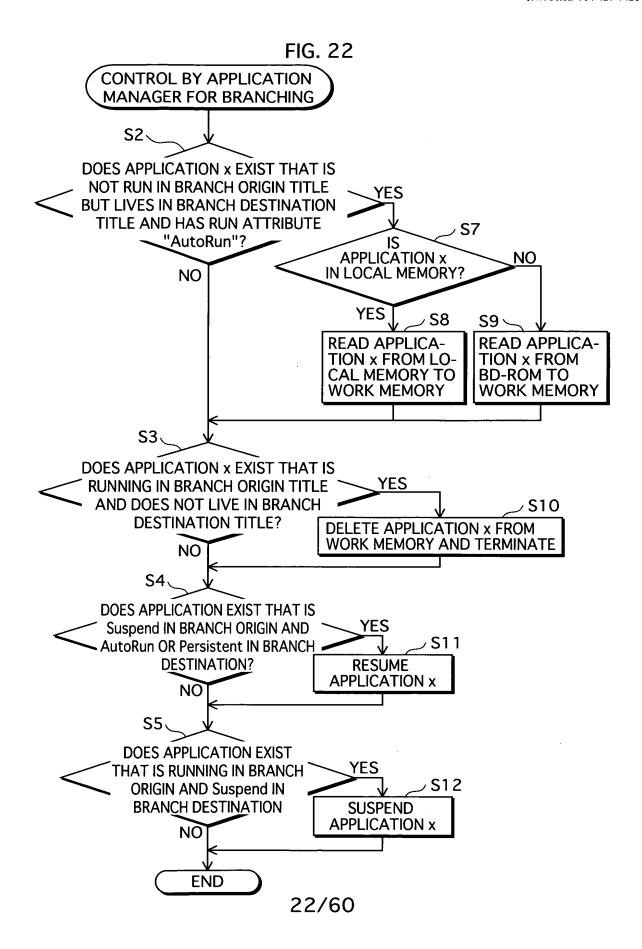
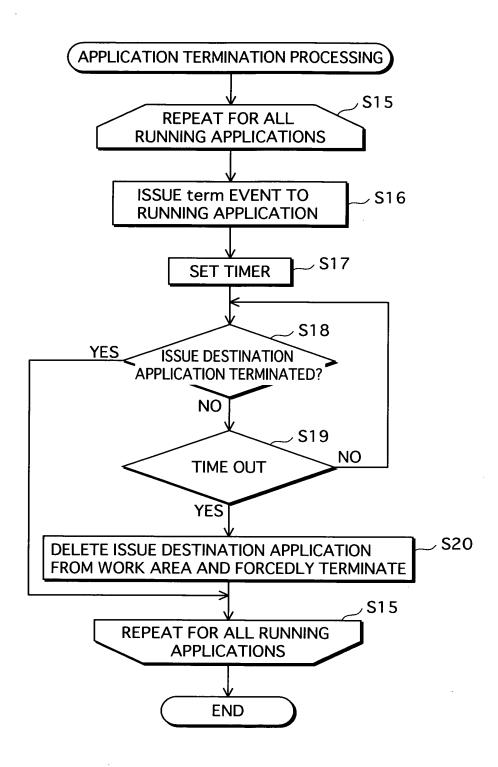
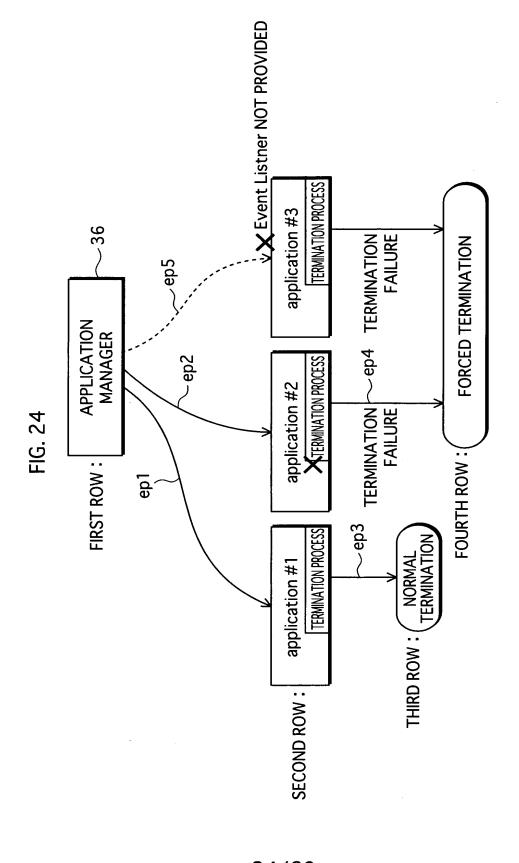
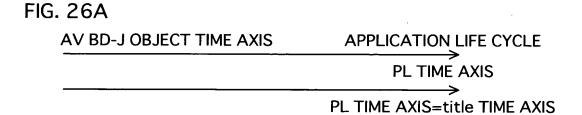


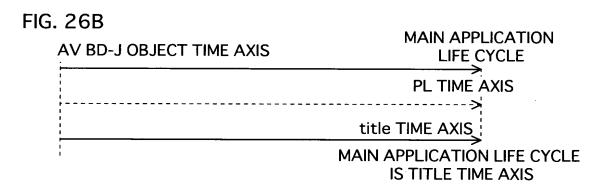
FIG. 23

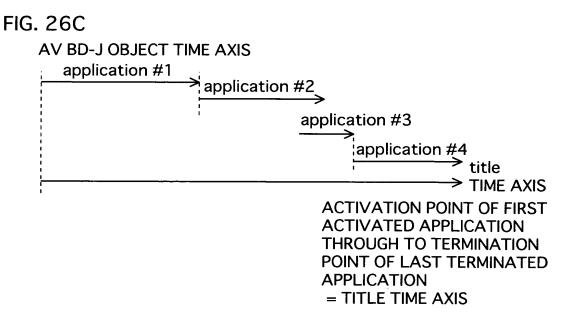


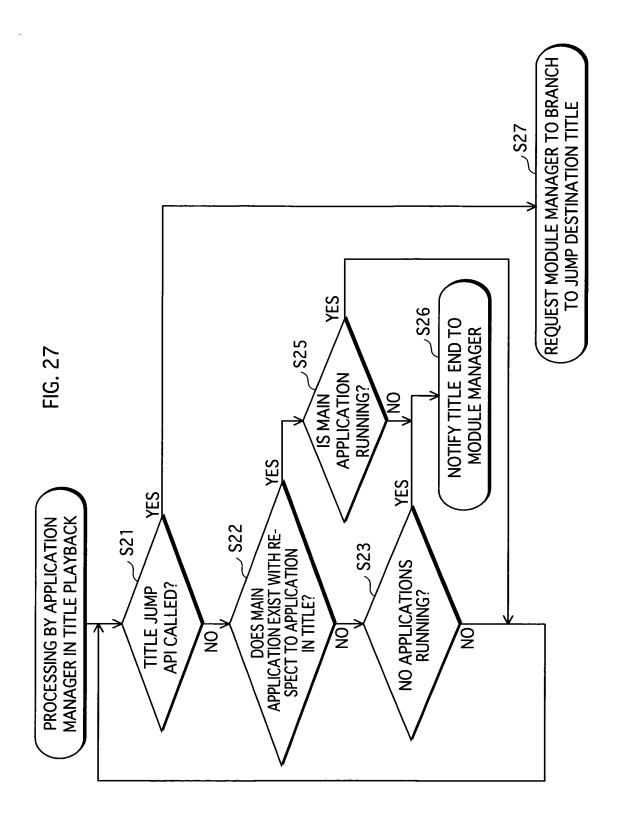


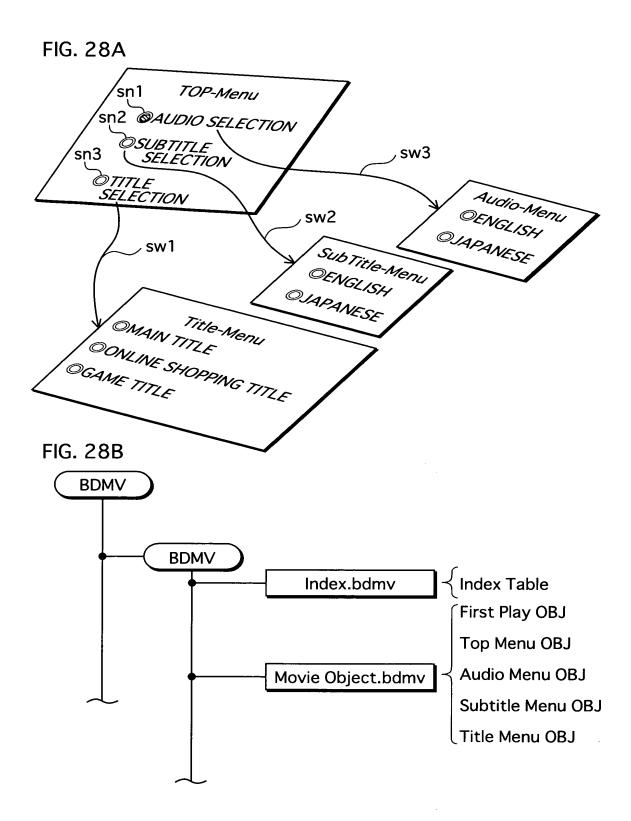
Terminate **Terminate** chapter #4 | chapter #5 | chapter #6 RUN ATTRIBUTE RUN PRIORITY LEVEL 255 128 128 application #3 AutoRun AutoRun AutoRun APPLICATION MANAGEMENT TABLE erminate title #1 TIME AXIS Run application #2 application #3 application ID application #1 chapter #3 application #2 application #1 chapter #2 title #1: chapter #2-#3 title #1: chapter #4-#6 Run LIFE CYCLE chapter #1 title #1 Run FIG. 25A FIG. 25B

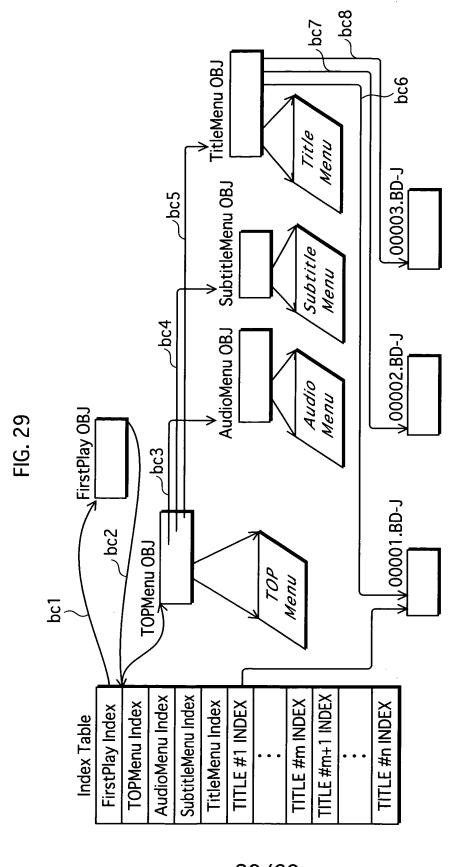












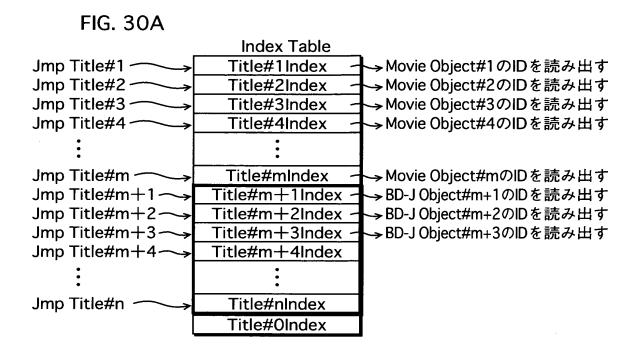
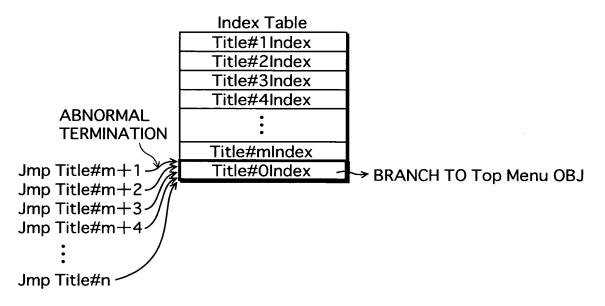
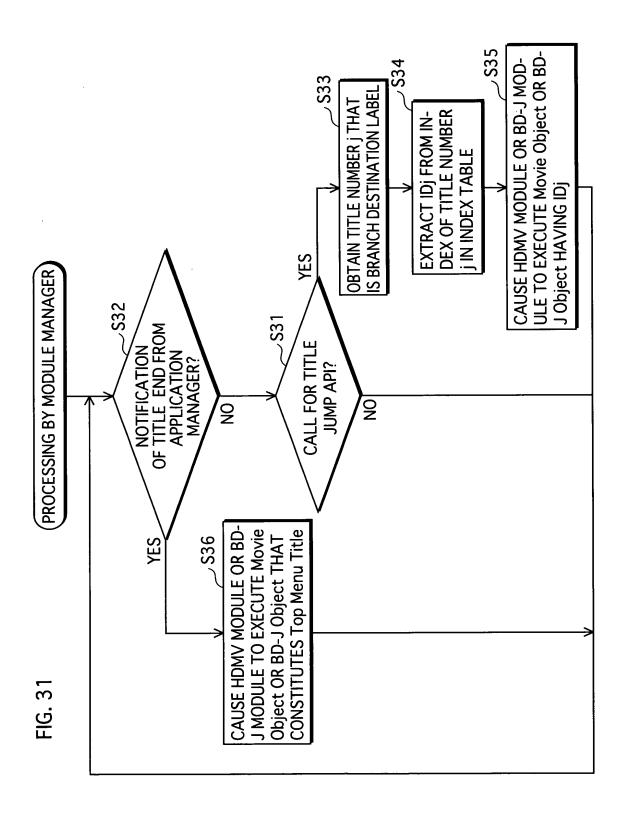
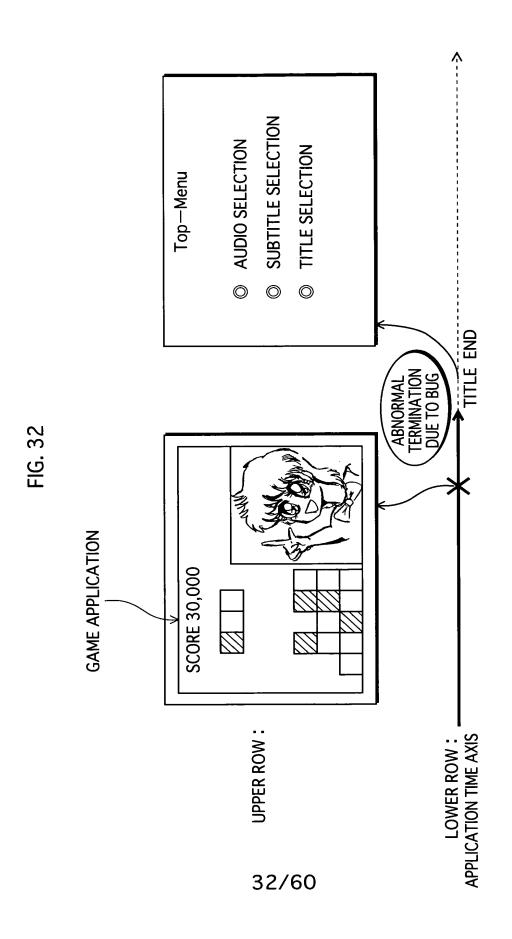
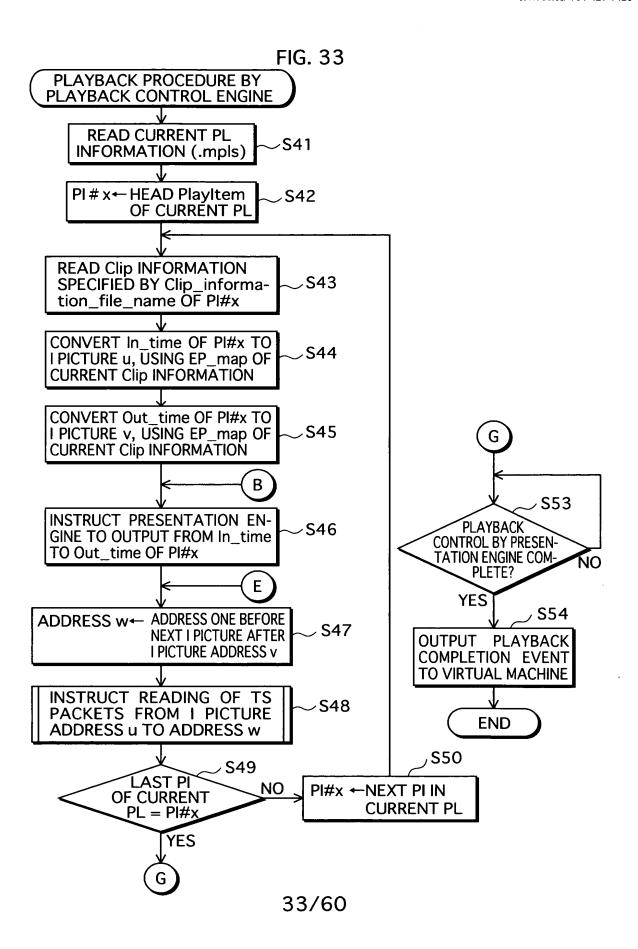


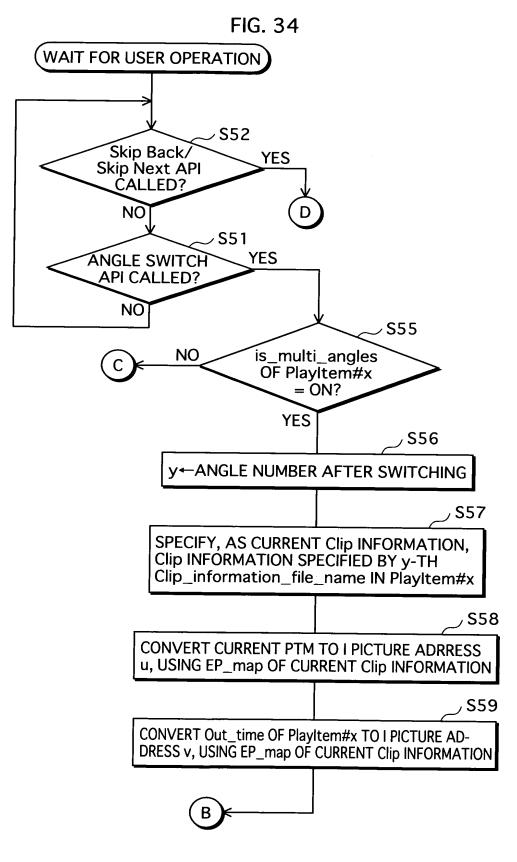
FIG. 30B EXCEPTIONAL PROCESSING IN BD-J OBJECT EXECUTION



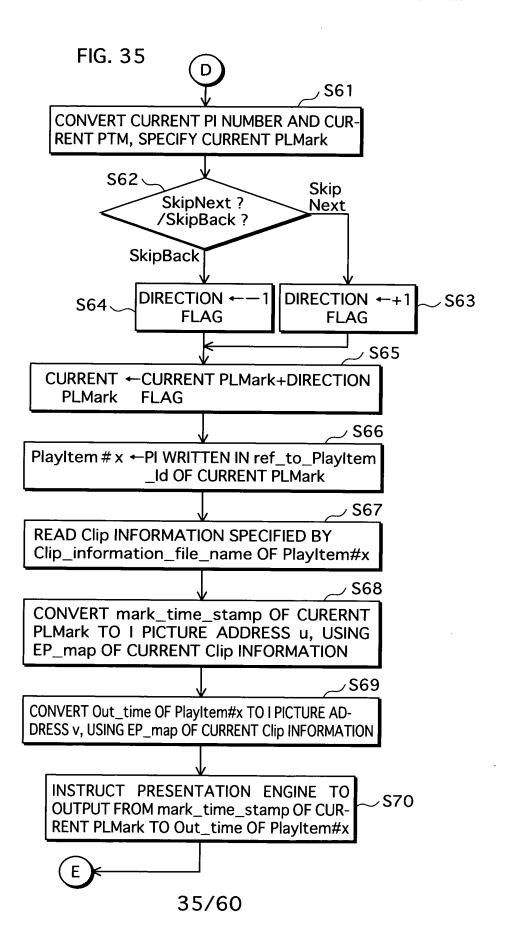








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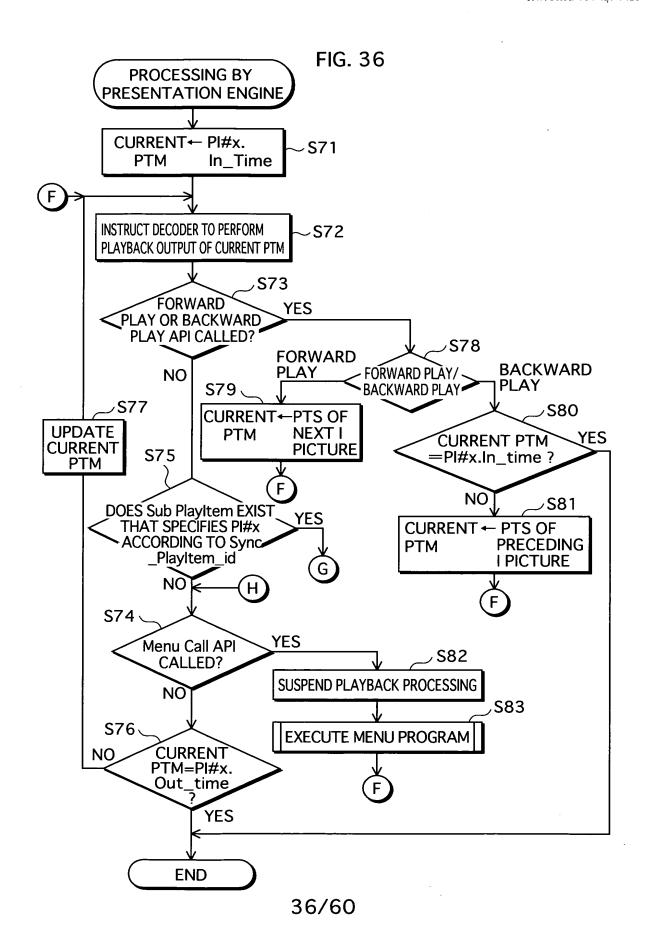
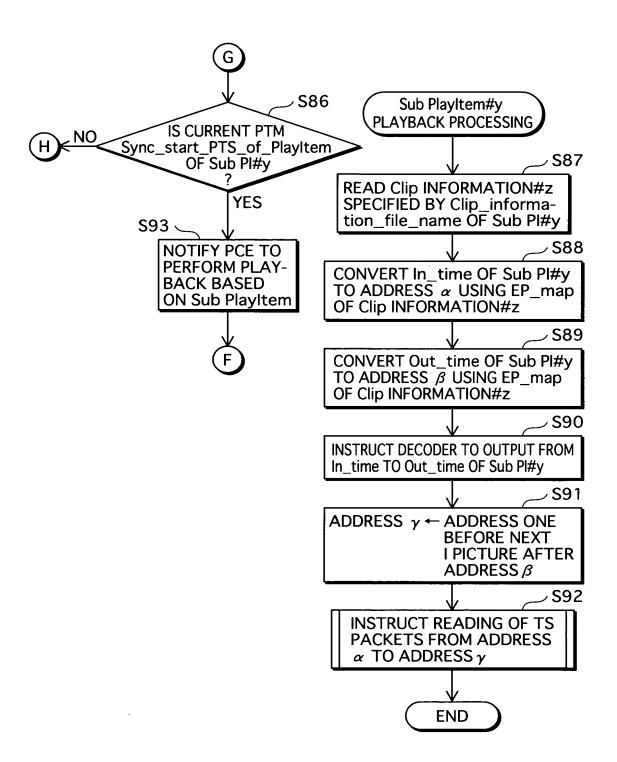
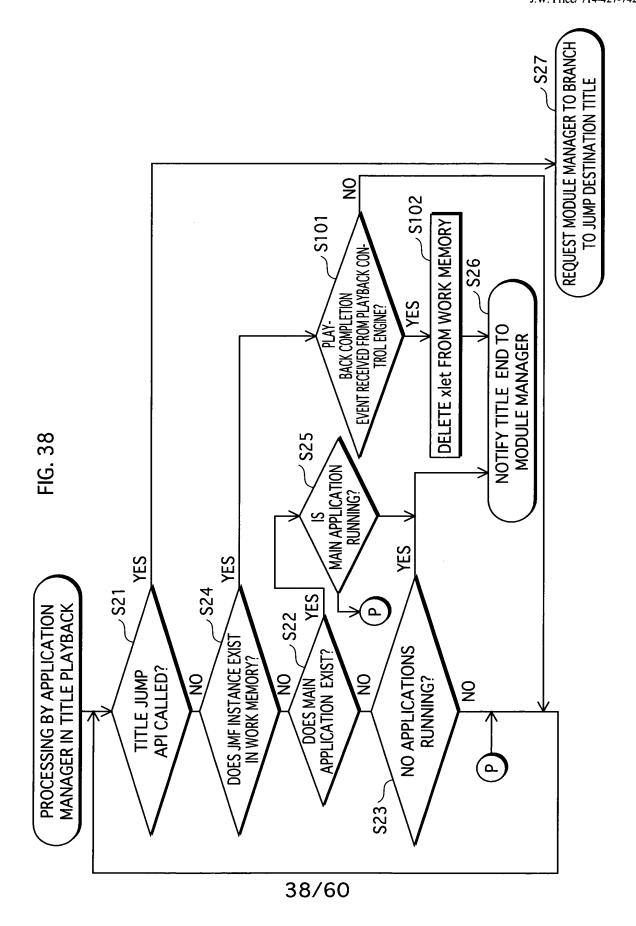


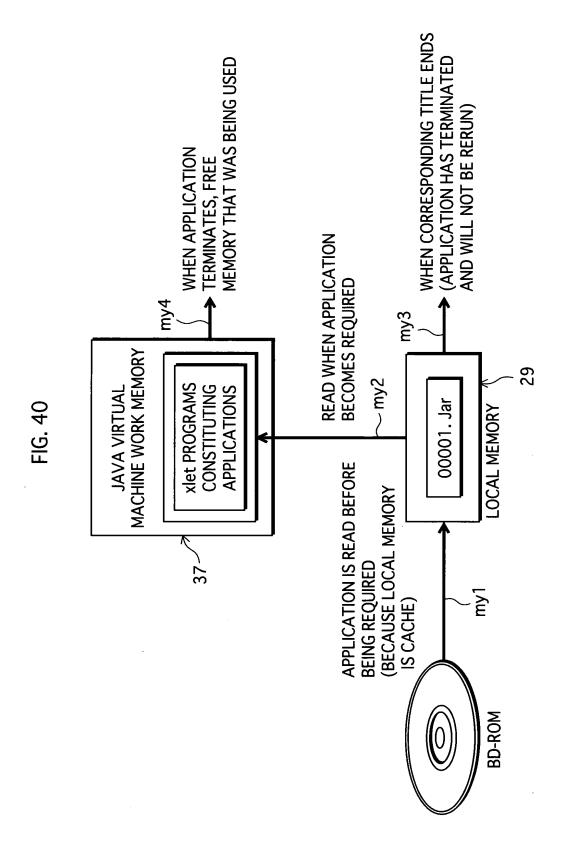
FIG. 37





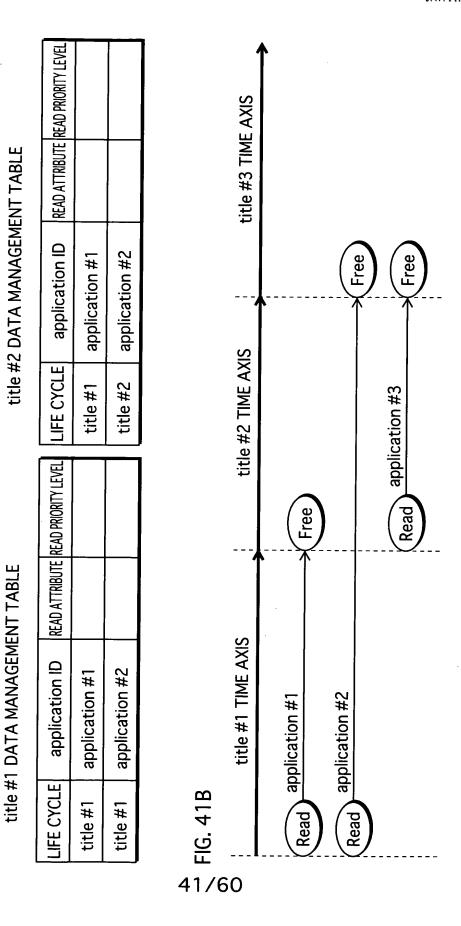
READ ATTRIBUTE READ PRIORITY LEVEL LIFE CYCLE | application ID |RUN ATTRIBUTE application ID LIFE CYCLE resume_intention_flag Application Management Table(AMT) Management Table(DMT) title_search_mask menu_Call_Mask ZZZZZ. BD-J Data

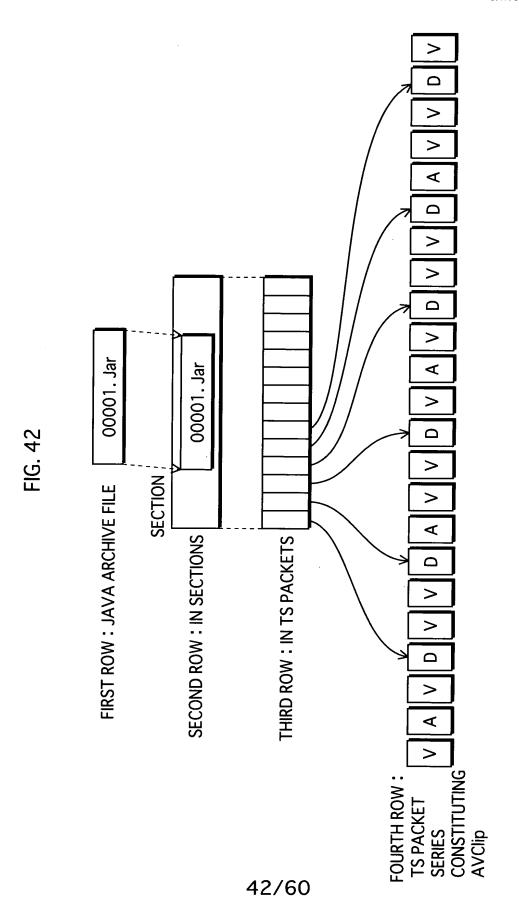
:IG. 39

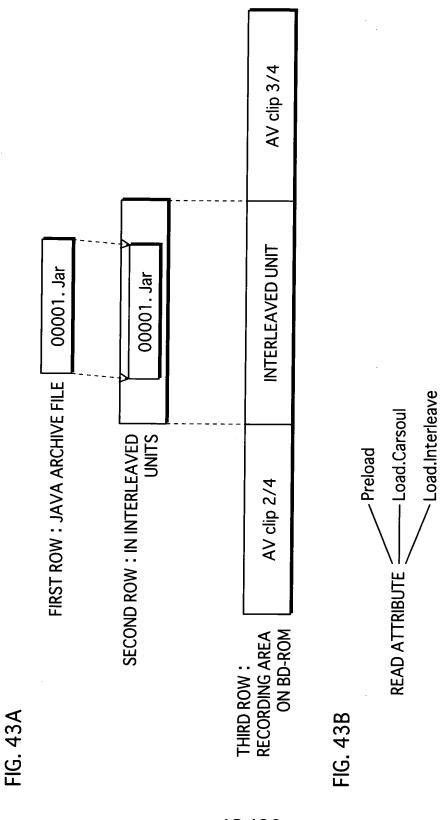


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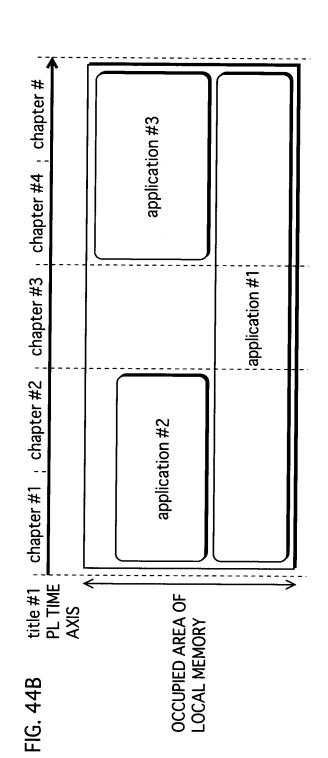




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FIG. 44A title #1 DATA MANAGEMENT TABLE

LIFE CYCLE	application ID	READ ATTRIBUTE	READ ATTRIBUTE READ PRIORITY LEVEL
title #1	application #1	Preload	mandatory
title #1:chapter #1-#2	application #2	Load	optional
title #1:chapter #4-#5	application #3	Load	optional



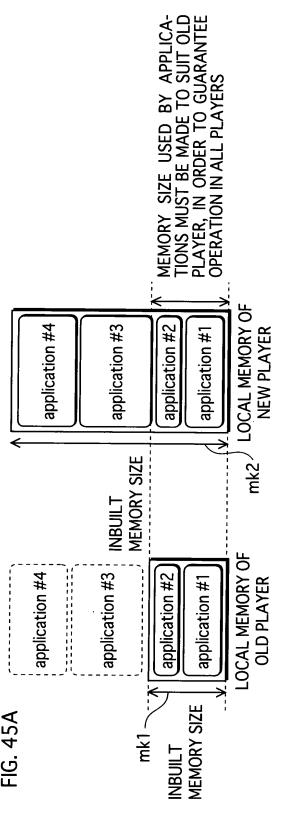


FIG. 45B title #1 DATA MANAGEMENT TABLE

TITLE NUMBER	application ID	READ ATTRIBUTE READ PRIORITY LEVEL	READ PRIORITY LEVEL
title #1	application #1	Preload	mandatory
title #1	application #2	Preload	mandatory
title #1	application #3	Preload	optional
title #1	application #4	Preload	optional

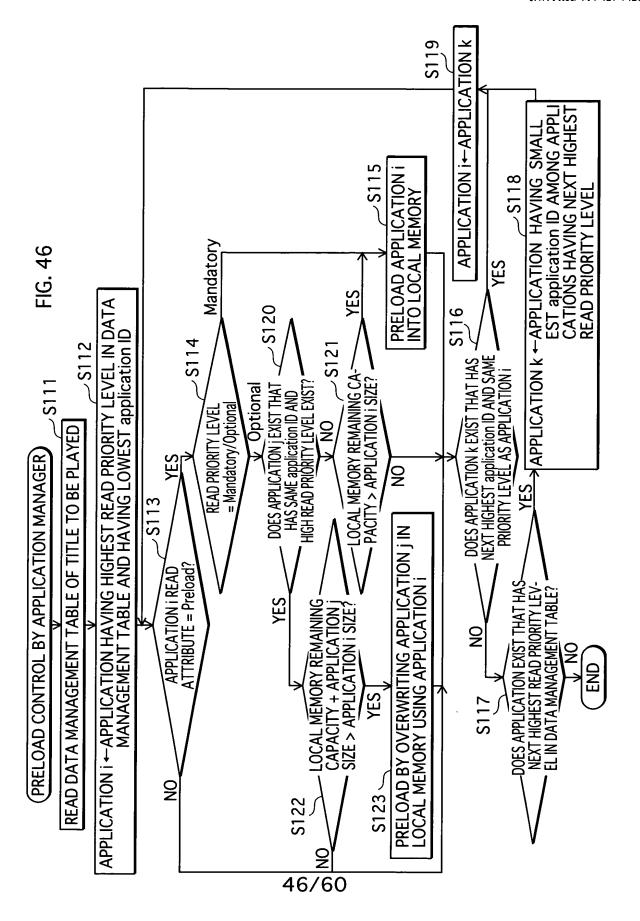
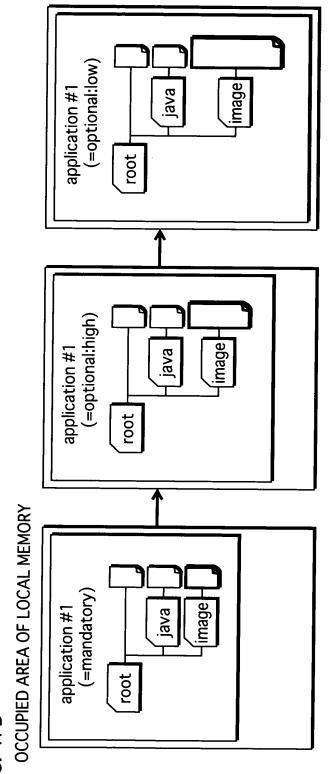


FIG. 47A title #1 DATA MANAGEMENT TABLE

LIFE CYCLE	application ID	READ ATTRIBUTE	READ PRIORITY
title #1	application #1	Preload	mandatory
title #1	application #1	Preload	optional:high
title #1	application #1	Preload	optional:low

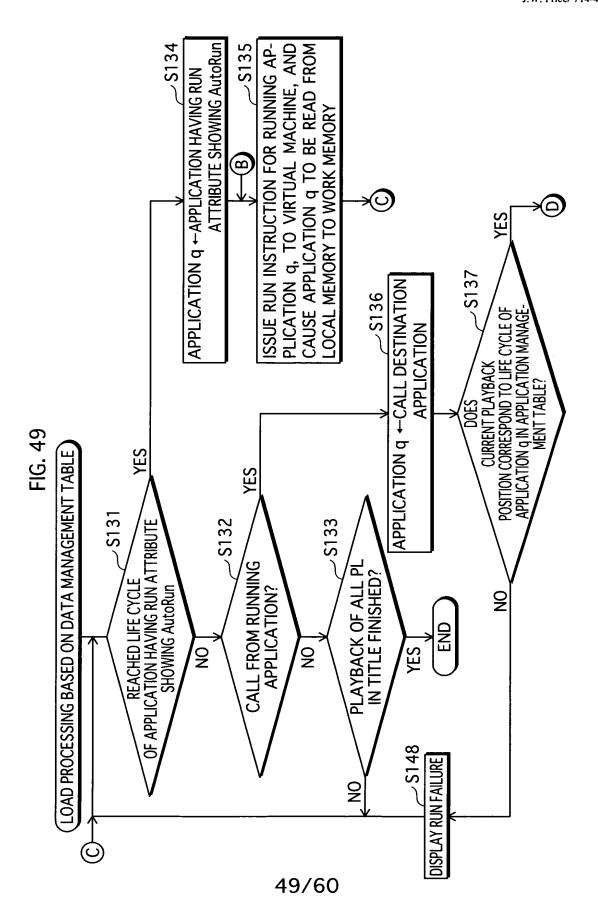
FIG. 47B

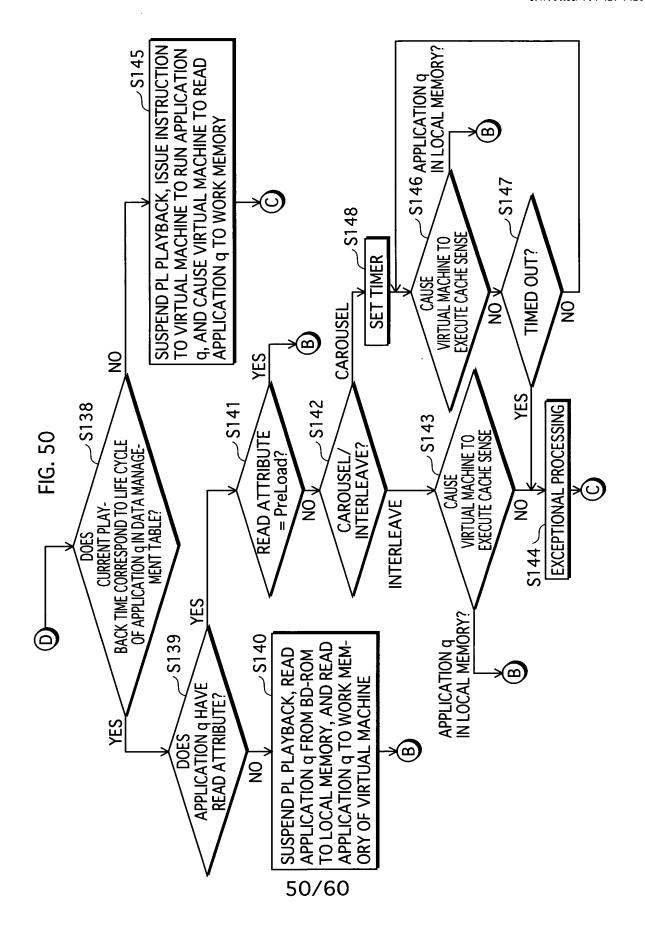


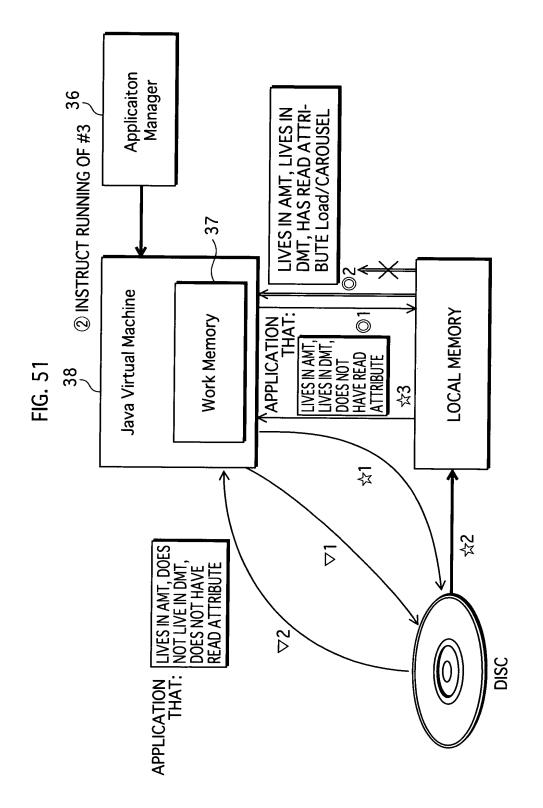
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ļ	닖	·			1	PL TIME AXIS				PL TIME AXIS	•			
	READ PRIORITY LEV	mandatory	mandatory	mandatory	optional	-	-		3(Load)					
	READ ATTRIBUTE READ PRIORITY LEVEL	Preload	Load	Load	Preload	chapter #4 chapter #5	- load)		application #3(Load)	chapter#4 chapte		eload)		eload)
EMENT TABLE	application ID	application #1	application #2	application #3	application #3	chapter #2 chapter #3 chapter #4	application #1(Preload)		application #2(Load)	chapter #2 chapter #3 chapter #4 chapter #5	-	application #1 (Preload)	 application #2(Load)	 application #3(Preload)
title #1 DATA MANAGEMENT TABLE	LIFE CYCLE	title #1	title #1:chapter #1-#2	title #1:chapter #4-#5	title #1	chapter #1	70 70 70 70 70 70 70 70 70 70 70 70 70 7	MEMORY SIZE OF FINANCE OF FINANCE OF THE IS SMALL		chapter #1	-		MEMORY SIZE OF applicati	
FIG. 48A						FIG. 48B	48/			<u> </u>	FIG. 48C		MEMO PLAYE	

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FIG. 52A

ZZZZZ. BD-J

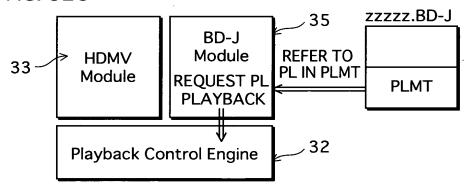
resume_intention_flag
menu_Call_Mask
title_search_mask
Application Management Table(AMT)
Data Management Table(DMT)
PlayList Management Table(PLMT)

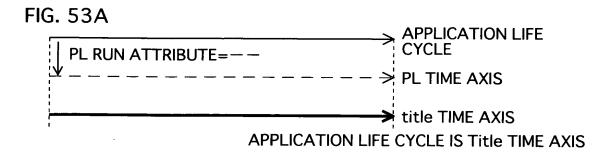
FIG. 52B

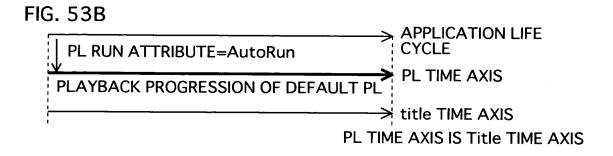
PL MANAGEMENT TABLE

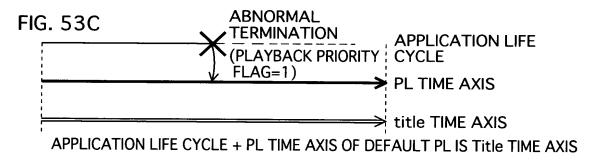
PLAYLIST ID	PLAYBACK ATTRIBUTE
	Auto Play
<u> </u>	

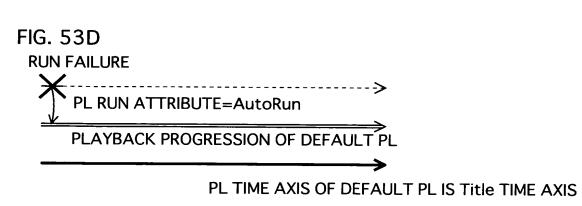
FIG. 52C

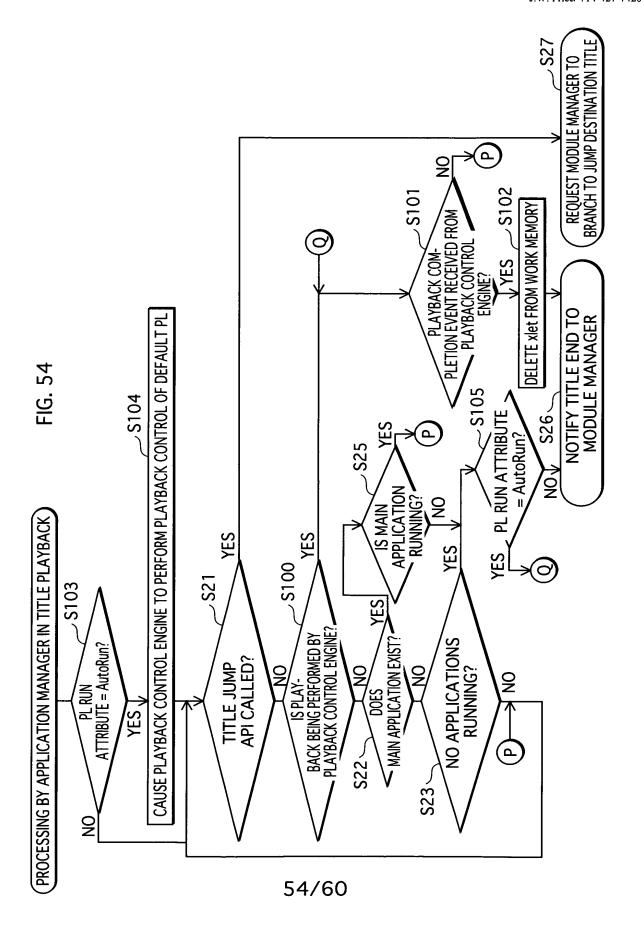












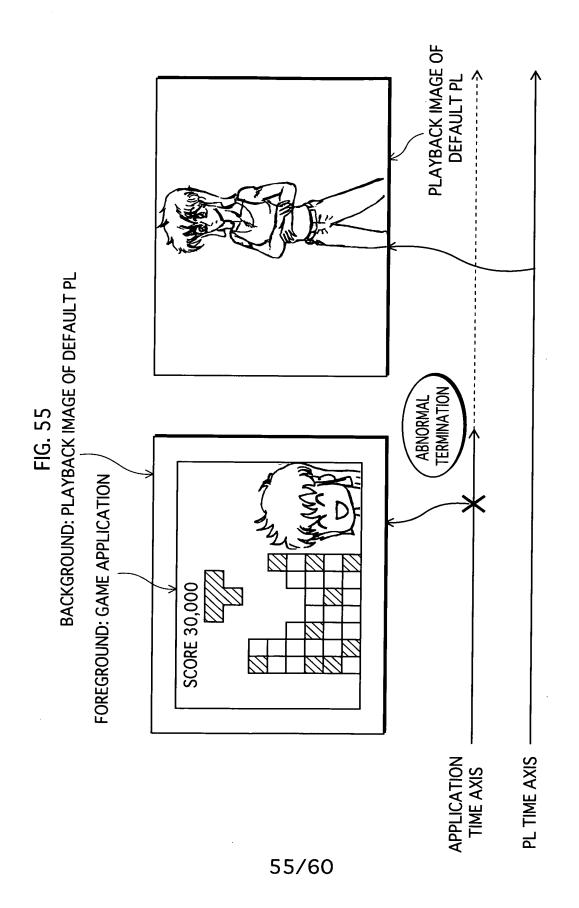


FIG. 56A

APPLICATION AND DATA MANAGEMENT TABLE

LIFE CYCLE	application ID	RUN ATTRIBUTE	RUN ATTRIBUTE READ PRIORITY LEVEL
title #1	application #1	AutoRun	
title #1:chapter #1-#3 application #2	application #2	Ready	
title #1	application #3	-	
title #1:chapter #2-#4	application #4	Ready	

RUN ATTRIBUTE + READ ATTRIBUTE

FIG. 56B

RUN ATTRIBUTE	PRELOAD BEFORE AV STREAM PLAYBACK	AUTO-RUN /CALL RUN	LOAD TO LOCAL MEMORY	LIVES /DOES NOT LIVE
AutoRun	0	AUTO	ON	LIVES
AutoRun	×	AUTO	YES	LIVES
READY	0	CALL	ON	LIVES
READY	×	CALL	SƏA	LIVES
NOT SPECIFIED	×	CALL	ON	LIVES

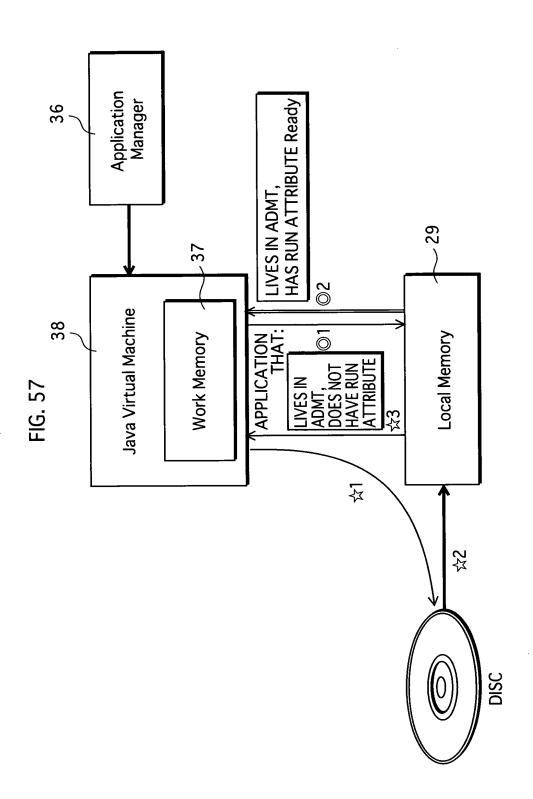


FIG. 58A DATA MANAGEMENT TABLE

LIFE CYCLE	application ID	READ ATTRIBUTE READ PRIORITY LEVEL	READ PRIORITY LEVEL
title #1	application #1	Preload	mandatory
title #1	application #2	Preload	option, 255
title #1	application #3	Preload	option, 128

IF FREE CAPACITY OF MEMORY IS INSUFFICIENT, READ ONLY PART OF Option DATA **LOCAL MEMORY** application #3 application #2 application #1 MINIMUM MEMORY SIZE OF PLAYER INBUILT MEMORY SIZE OF PLAYER application #3 **LOCAL MEMORY** application #2 application #1

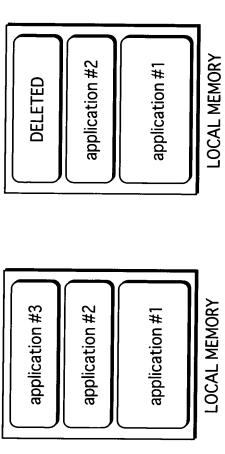
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FIG. 58B

FIG. 59A DATA MANAGEMENT TABLE

LIFE CYCLE	application ID	LOAD ATTRIBUTE	LOAD ATTRIBUTE READ PRIORITY LEVEL GROUP ATTRIBUTE	GROUP ATTRIBUTE
title #1	application #1		mandatory	 1
title #1	application #2		optional	group #1
title #1	application #3		optional	group #1

FIG. 59B



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